
EDUCATION

- Imperial College London, United Kingdom** – MSc Computing (Software Engineering) *Oct 2021 – Oct 2022*
- Key modules include: Distributed algorithms, Computational Finance, Robotics
- University of Nottingham, United Kingdom** – BSc Computer Science *Sept 2018 – June 2021*
- Key modules include Data Structures, Algorithms, Databases and Interfaces, Machine Learning, Operating Systems
 - Ranked top 10 in my cohort (200+ students). Achieving an overall grade of 84%.
 - Undertook a semester exchange program as part of my degree at McGill University, obtaining an average of 4.0 GPA.
- Bishopshalt School** – Highschool *Jun 2010 – Sep 2017*
- A-Levels: A*A*A* in Computer Science, Mathematics, Physics. Achieved an A in AS Further Mathematics.
 - GCSE's: 5A*'s, 4A's, 2B's

NOTABLE PROJECTS

- Video2PDF: Summarising Football Match Video Input** *Sep 2020 – May 2021*
- Constructed a tool that utilises **machine learning** summarisation networks, **object detection**, **optical character recognition**, **speech recognition** and **face recognition** using a combination of tools in **Python** such as the **Tensorflow API** to generate automated summarised football match reports.
 - Designed a custom football images dataset to be trained on the **YOLOv4 object detector** which produced mean Average Precision results 10% greater than the standard object detection dataset, MS COCO.
 - App is able to calculate possession and ball location statistics, reducing the need for laborious manual data logging.
- RunApp: Fitness Tracker** *Dec 2020 – Jan 2021*
- Developed a fitness tracker **Android** app written in **Java**. Users are able to track their runs, view insights regarding their fitness, post their runs on a public feed and compare their runs with people in their local area.
 - Awarded the highest mark (84%) out of 115 student projects.
- Manage My Studies (manage-my-studies.com)** *Jun 2020 – Sep 2020*
- Develop a web app using the **Django** framework in **Python** to organise personal and work-life.
 - Includes **Google Calendar API** integration and the ability to merge lecture notes into a summarised PDF format.
 - More than 200+ users have created an account, with many of these users actively using the website.
- IBM AI Educational Game** *Sep 2019 – Dec 2019*
- Led a group to develop an online educational multiplayer game sponsored by IBM. Awarded best project in the module.
 - Coded in **C#** using the **Unity** game engine and utilising the networking tool, **Photon engine**, and **IBM Watson** to create unique game experiences for each player.

EMPLOYMENT

- IBM, United Kingdom** – Extreme Blue Technical Intern *Jun 2021 – Sep 2021*
- Create a web application using the **Django Python** framework to enhance the visitor experience for Hursley Museum and allowing curators to maintain the relevance of the museum.
 - Developed an intellectual chatbot using **IBM Watson Assistant** and **Node-Red** to retrieve answers to customer queries from the **PostgreSQL** database and also using **AR.js** to display interesting visual experiences.
 - Deploy the web app on **IBM Cloud** using **Cloud Foundry**. Created a delivery pipeline to update the public website.
 - Project to be continued by another team, with the plan of expanding the app to different museums and the IBM HQ.
- BeTheBees, Remote** – App Developer Intern *Mar 2021 – Apr 2021*
- Developed a bartering web app using the **Django Python** framework for backend and **HTML**, **CSS**, and **JavaScript** for the frontend. Users are able to create proposals for services they require, and others can send requests.
 - Implemented a blog interface and well as a messaging system to allow companies and users to promote their work.
 - Deployed the app using **VPS servers**, using a **Linux OS**.
- Trimcraft, Nottingham** – eCommerce Developer Intern *June 2019 – Sep 2019*
- Create a blueprint plan to develop an ecommerce website used by the company to launch their store.
 - Create pages on Shopify and Magento, using **MySQL**, **PHP**, **HTML** and **CSS** during the process.

OTHER**Achievements**

- Undergraduate Achievement Award (2021, 2020, 2019), 2nd place in Talent Hack (2020), Outstanding Volunteer Award (2019), 2nd place in Nottingham Programming Contest (2019), Best A-Level Results (2017)

Hobbies / Societies

- University Futsal player, Halls Events Coordinator, Homeless Charity (Souprunners) Coordinator

TECHNICAL SKILLS

Programming Languages: Java, Python, C# (Intermediate), C, C++, (Proficient), Haskell, OCAML (Basic)

Tools & Technologies: Swift, Unity, IBM Watson, Machine Learning, OCR, Face recognition, Django, PHP, SQL